RULEBOOK 3

# ADVENTURING

# INTRODUCTION

Fighting isn't the only thing Seekers do. They take perilous journeys, investigate mysteries, chat with strangers, and even solve deadly puzzles. This portion of the game is referred to as adventuring, and takes place as you read the story cards that make up each quest.

Technically, you experienced a short adventure before battling the wyvern in Quest 1, but it was the simplest possible adventure. There were no decisions to be made, no challenges to be overcome (aside from the battle itself), and no opportunities for the Seekers to show off their individual strengths. In Quest 2 onwards, you'll experience all of these things and more while adventuring.

# MAKING DECISIONS

The most basic thing you'll do while adventuring is make decisions. Often, you'll be presented with multiple paths you can take, and you must choose as a group how to proceed. You cannot split up and take different paths. As a bit of well-known wisdom says, "Never split the party." A very basic decision might look something like this:

> *You find ourselves at a crossroads. The path splits and continues to your left and right.*
>
> **If you journey left, go to 0-2.**
>
> **If you turn to the right, go to 0-3.**

In this case, if you and your companions decided to go left, you'd look for card 0-2 in the Quest 0 folio and read that card. If you decided to go right, you'd look for card 0-3 and read that card instead.

Story cards are numbered on their backs so that accidental spoilers can be avoided as you're looking for a specific card.

Other types of cards are lettered instead of being numbered (for example, 0-A).

## CHOOSING A LEADER

You may wish to choose a leader for your group in the event that you're unable to agree on certain decisions.

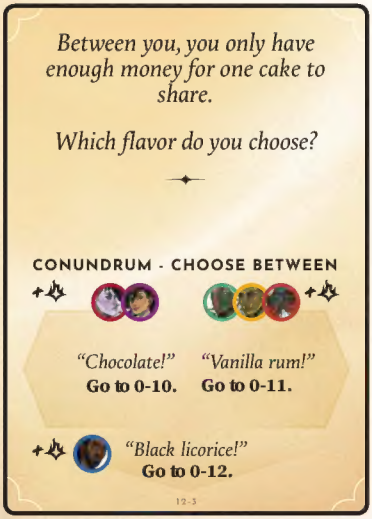
A leader has the ability to break ties when deciding on a course of action. This can prevent disputes and complaints, but it's up to you and your companions if you want to do so or not. If you choose not to have a leader, then you'll need to find some other way to resolve disagreements, such as flipping a coin, rolling a die, or seeing who can eat the most deviled eggs.

## CONUNDRUMS

Some decisions are a true test of character–questions of philosophy, ethics, or deep reflections that try the souls of the Seekers.

In these instances, if you and your companions choose the path that your Seeker agrees with the most, you'll receive a kinfire token (), a valuable resource representing your Seeker's personal growth. What good are these tokens? You'll find out later on, when the time is right.

For now, all you need to know is that conundrums look something like this:




In this example, if the Seekers buy a chocolate cake, Asha and Valora will receive a kinfire token each.

If they buy a vanilla rum cake, Roland, Khor, and Naz will each get a kinfire token.

Finally, if they buy a black licorice cake, only Feyn will receive a kinfire token.

Punch these tokens out of the sheet of tokens found inside the current quest folio.

There should always be enough to go around.

# MEMORIES

Sometimes, when you and your companions do something particularly memorable or important while adventuring, you'll receive a memory card to remind you of that event. Memory cards should be kept face-up near the playing area, and stored together in the loot box between games.

Often, a later event will say something like, *"If you have Memory 0-B, the chef recognizes you as the ones who ate a black licorice cake. Go to 0-15."* Or, *"If you have Memory 0-C, you may return the golden monkey by going to 0-16."*

In the first case, the decision is mandatory, because it simply tells you to go to 0-15. In the second case, the text is offering you the option to go to 0-16 if you wish. The word "may" always implies a choice in the matter. If you fulfill the conditions for several mandatory choices on a single card, you must choose the first mandatory choice you qualify for.

## SPECIAL MEMORY EFFECTS

Some memory cards may have game effects written on them. If so, you must follow those effects for as long as you have those memory cards. For example, if you have a memory card that reads, "If you would go to 0-15, go to 0-17 instead," then as long as you have that memory card, any time you would go to 0-15, go to 0-17 instead.

# SKILL CHECKS

When you and your companions do something dangerous or risky while adventuring, you may be asked to perform some sort of skill check. These vary greatly in specifics, and are explained on the quest cards themselves. However, certain concepts generally remain the same.

## FLIPPING CARDS

Often, in order to test your skills, you will be instructed to flip 1 or more cards , looking for cards of a certain color. For example, you might be told:

"Each Seeker must flip 2 . Every Seeker who doesn't flip any blue suffers 1 ."

If you need to check what color cards your Seeker deck is most likely to flip, just look at the color bar in the center of your Seeker sheet. The longest bar is the color your deck contains the most of, while the shortest bar is the color your deck contains the least of.

In order to flip a card, turn the top card of your Seeker deck face-up and look at it. Afterwards, discard it to your discard pile.

So, in the example above, you would flip the top 2 of your deck face-up, look at them, and then discard them. If neither card was blue, you would suffer 1 .

Note that white cards are wild. When flipped, they can be whatever color you need them to be: red, green, or blue. On the other hand, colorless ("void") cards are exactly that: When flipped, they have no color.

## SHUFFLING YOUR DECK WHILE ADVENTURING

Your deck is shuffled at the start of each quest, and again at the start of a battle. Other than that, you only shuffle it during an adventure if your deck runs out of cards.

To shuffle your deck, turn over your pile of discarded cards (if you have one) and shuffle it with your remaining Seeker deck to create a fresh Seeker deck.

# PENALTIES

These are some of the penalties you might receive while adventuring.

## EXHAUSTED CARDS

When you do something tiring or draining, you may receive an Exhausted card (which is written like "gain 1 .")

When you receive an Exhausted card, place it in your discard pile. Exhausted cards are largely useless in combat and will deal damage to you if you discard your hand with any Exhausted cards in it. Worse, an Exhausted card is a **lingering status**, meaning that you only remove it from your Seeker deck when you sleep at an inn (don't worry, you'll have an opportunity to do so before too long).

## DAMAGE WHILE ADVENTURING

You cannot drop to 0 health ( ) while adventuring. If you have any other choice available, you must take that option instead. If unavoidable damage would reduce your Seeker to 0 health, they are reduced to 1 health instead.

# REWARDS

These are some of the rewards you might receive while adventuring.

## COIN

The currency of the land is simply referred to as "coin." When you are awarded coin while adventuring, punch it out of the sheet of tokens found in that quest folio.

If you gain coin while in town, either use some coin you've spent previously or punch some out of a previous quest's token sheet. Coin communally belongs to the group and can be spent while in a town, although occasionally you'll be prompted to spend some coin while adventuring.

Spent coin should be stored in the Welcome box. Unspent coin can be stored in the Seekers' boxes or in the destiny bag between plays, as desired.

## KINFIRE

Normally received during conundrums, you'll sometimes receive kinfire (🔥) for an act of bravery or a great victory.

When you gain a kinfire token, punch it out of the sheet of tokens found in that quest folio. Unlike coin, kinfire is almost never spent, but if you do spend some, drop it into the void box found within the loot box, using the slot in its lid for that purpose. Your kinfire tokens should be stored in your Seeker's box between plays.

## LOOT AND TREASURE PACKS

While adventuring, you may find new cards to add to your Seeker deck. These can either be specific loot, which you'll find among that quest, or you might be instructed to open a treasure pack.

Treasure packs come in three power levels – copper, silver, and gold – and are found in the loot box. Choose any one of the treasure packs of the level you've been awarded, and open it up. Inside will be a small selection of cards for you and your companions. Typically, cards can only be added or removed from Seeker decks when you sleep at an inn, (as will be detailed in the Town Exploration booklet) but sometimes you'll have the opportunity to add cards early. In that case, follow the instructions you're given. Unused cards - those you've acquired but aren't currently using - should be stored in the loot box.

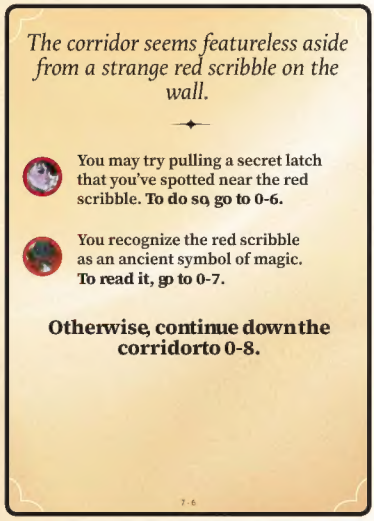
## PROMPT CARDS

After Quest 2, you and your companions will be able to choose which quest you want to go on next from your available selection of prompt cards. These cards are a reminder of what quests you have available, each providing a short description of what that quest is about, and represent quests of an appropriate challenge for you. You will never be offered a quest beyond your capabilities. New prompt cards are found either in the quest folio or the city deck of wherever you are at the time you're given the quest. When you gain a new prompt card, you can store it in the loot box until you're ready to undertake that quest.

# SOME STUFF FOR LATER

What you've read so far should be enough to get you through Quest 2. However, come back and read the sections below when you set out on Quest 3.

## SEEKER-SPECIFIC OPTIONS


*The corridor seems featureless aside from a strange red scribble on the wall.*
You may try pulling a secret latch that you've spotted near the red scribble. **To do so, go to 0-6.**
You recognize the red scribble as an ancient symbol of magic. **To read it, go to 0-7.**
**Otherwise, continue down the corridor to 0-8.**
7-6

While adventuring, some options are only available to specific Seekers and may not be chosen if that Seeker is not currently being played. Perhaps Asha's training helps her to detect a secret door, or Roland's scholarly knowledge lets him read a bit of ancient text.

When encountered, such special options will look like the one on the left.

You may only pull the secret latch if Asha is in your group, and you may only read the red scribble if Roland is in your group.

If neither Seeker is being played, your only option is to continue down the corridor and read card 0-8. Note that your group can still choose not to follow a special path, even if the proper Seeker is being played. After all, sometimes it can be a bad idea to indulge all of the Seekers' impulses.

## LEVELING UP

Sometimes, after a particularly intense battle, you'll be instructed to open one of the level-up packs found in the loot box. These packs contain new cards specifically intended for each of the Seekers, as well as an interlude card for each Seeker. Cards that have a Seeker's picture on them may only be used by that Seeker. (Remember: unless otherwise stated, you can only add new cards to your deck when you sleep at an inn.)

Interlude cards tell a small story of personal significance to your Seeker. You may read these silently, or take turns reading them aloud, as your group prefers.